

[This is an out-of-character briefing document which should not be taken into play.]

Bind the Bloody Crown

One night in the lead up to the Autumn Equinox you look up to the sky, and notice **The Wanderer** is shining particularly bright.

You blink, and suddenly find yourself sat on the floor with papers strewn around you, fingers cramped and ink-blotched.

You realise two days have passed, of which you have no memory, and you have spent them formulating an Arcane Projection named “Bind the Bloody Crown.”

It seems that **The Wanderer** has somehow intervened to grant you this knowledge - even despite your lack of ranks in the relevant realm. It appears that the ritual, if performed, will effectively destroy one of its tulpas. It feels somehow right for the constellation to be acting against its own interests in this way.

You may also feel that someone else in the Empire has had the exact same experience, though you’re not sure who.

[You should find the named Arcane Projection in your pack. This has not cost you any mana.]

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Strange Dreams - Gold & Smith

As the Autumn Equinox approaches you repeatedly have the same dream, fragmented yet vivid:

Deep, oppressive darkness - centuries passing.

A crack of light from far above - awakening bright, gleaming eyes in the depths.

A vast ball of red fire - howling in indignation.

Shapes unearthed from the rubble far below - a bone, a tool, a lantern.

The weathered hands of an ancient miner cling to them - anchoring his will to the world.

They are brought up into the light, bound for Anvil - a red-eyed Marcher woman, in pursuit.

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